

# Product Release



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## ATARI ADDS MISSILE COMMAND TO ITS VIDEO COMPUTER SYSTEM GAME LIBRARY

Missile Command<sup>TM</sup>, one of the most popular coin operated video games currently in arcades, is now available in a home video game version, it was announced today by Atari, Inc., creator and manufacturer of both products.

Largely due to Missile Command's success as an arcade game and in response to considerable consumer demand, Atari designed the game cartridge for its Video Computer System<sup>TM</sup> programmable TV game.

The Missile Command game cartridge is a one or two player game that uses joysticks and offers 34 game variations.

According to Michael J. Moone, president of the Consumer Electronics Division, "Missile Command is one of the most challenging skill and action video games ever created. We believe its popularity will be as pervasive as that of its predecessors, Space Invaders and Asteroids."

The game begins with wave after wave of enemy missiles raining down on an earth missile base and 6 surrounding cities. The player, as base commander, is responsible for protecting and defending the territory from enemy attack.

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To combat each wave of enemy missiles, the base commander is given 30 guided defense missiles which when exploded in the path of attacking missiles destroys them. Each successive wave of attacking missiles comes faster than the previous one and the game continues until all cities and the missile base are lost.

After the sixth wave of missiles, the enemy may attack with smart cruise missiles. Shaped like satellites, they can detect and evade defense missile explosions. Unless the player can place the defense missile target directly on the smart enemy missile, the enemy will be successful in getting through to one of the cities or the missile base. Dumb enemy cruise missiles are easier to stop as they can't detect defense movements and travel in a straight line.

Depending on the game variation selected, the base commander can place the defense missile targets in the path of the oncoming enemy attack either quickly or slowly. The slower speed allows for more accuracy in target placement. In the faster variations, the player is able to set up more targets, but has more difficulty in placing them directly in the path of enemy missiles.

In addition to enemy missiles destroyed, points are scored for unused defense missiles and saved cities. Point values are multiplied as the number of waves of enemy missiles increases. A bonus city is given for every 10,000 points scored.

Additional features include game difficulty adjustment to correspond to player skill levels, slow game variations designed for young children and screen color changes as game progresses to reduce eyestrain during extended game play.

Suggested retail price is \$31.95 and cartridges will be available nationwide by April.

With the addition of Missile Command, the Video Computer System game library has expanded to a total of 43 game cartridges, with more under development.

Atari is a leading designer and manufacturer of home video games, coin-operated video games and personal computers, peripherals, and software. It is a wholly-owned subsidiary of Warner Communications, Inc.

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